



# FANTASY FLIGHT GAMES ORGANIZED PLAY

## 2017 Limited Kit Event Outline

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Limited Kits contain exclusive marketing and event support material. It is important that all Regional Championships around the world supported with a Limited Kit provide a **consistent experience**. The non-elimination Sunday portion of a Regional Championship uses the **Cache Refresh format** and must be run in accordance with the rules below.

### Limited Kit Contents

Each Limited Kit contains materials and prizes designed to enhance your *Android: Netrunner* 2017 Regional Championship experience for players. Please contact us immediately at [organizedplay@fantasyflightgames.com](mailto:organizedplay@fantasyflightgames.com) if your kit does not contain any of the following:

- 1 Vinyl banner
- 32 Blank *Android: Netrunner* table numbers
- 1 Champion trophy
- 1 Playmat
- 4 Sets of acrylic brain damage tokens

In addition to the prizes for players, there is an **organizer discretionary prize**. This material is for the organizer, another leader, or a player and may be distributed however the organizer sees fit.

- 1 Set of acrylic brain damage tokens

### Limited Prize Kit Contents

Some stores may receive one or more Limited Prize Kits in addition to their Limited Kit. Each Limited Prize Kit contains additional copies of the prizes included in the Limited Kit. Please contact us immediately at [organizedplay@fantasyflightgames.com](mailto:organizedplay@fantasyflightgames.com) if your kit does not contain any of the following:

- 1 Playmat
- 4 Sets of acrylic brain damage tokens

### Participant Requirements

All participants in the Cache Refresh format on Sunday must have competed in the Saturday portion of your Regional Championship. **Leaders are not permitted** to also be players for any portion of a Regional Championship, including the variant format on Sunday.

# Cache Refresh Format

The Cache Refresh format is an alternative way to run an *Android: Netrunner* event. In this format, players must construct decks using traditional deckbuilding rules and the NAPD Most Wanted List, but from a more **limited card pool**. Players can use cards from only the following products:

- 1 *Android: Netrunner Core Set*
- 1 Deluxe Expansion (Each player chooses which Deluxe Expansion they wish to use. Players can choose a different expansion for their Corp and Runner Decks.)
- 1 *Terminal Directive* Campaign Expansion
- The current Data Cycle (For all 2017 Regional Championships, this is the *Red Sand Cycle*.)
- The second-most current Data Cycle (For all 2017 Regional Championships, this is *The Flashpoint Cycle*.)

Each round of a Cache Refresh event is **40 minutes and consists of one game**. At the start of each round, players **bid starting credits and cards** (in hand) to determine who will play Runner and Corp that round. Players determine who starts the bidding at random (i.e. Flip a coin, roll a die, etc.) That player chooses which side they are bidding on (Corp or Runner), places the first bid, and then players take turns bidding increasingly more starting resources (the number of starting credits and cards) until one player chooses not to bid and passes. Players use the following rules when bidding:

- Players bid a number from 0 to 10, but must bid a higher number than the previous bid. This number represents the combined number of starting cards and credits the player is willing to sacrifice to play the chosen side.
- The player who starts the bidding can bid 0. This is a normal starting hand and number of credits (5 of each).
- If an even numbered bid wins, the winning player must start the game with less cards and credits each equal to half that bid. If an odd numbered bid wins, the winning player must start the game with less cards equal to half that bid, rounded down, and less credits equal to half that bid, rounded up. For example, a winning bid of 3 would be 2 less credits and 1 less card at the start of the game for that player.

If a game would end in a draw, the player who won the bid at the start of the round loses the game and his or her opponent wins the game.

## Tournament Structure

It is important your Cache Refresh rounds are run in a timely manner so that they coincide with your Regional Championship's double elimination rounds. **Rounds are 40 minutes long and consist of one game**, making it easy to start both the Cache Refresh and double elimination rounds at the same time. All Cache Refresh rounds use **Swiss pairings**.

When a player is eliminated from double elimination rounds, they can enter the Cache Refresh rounds with a number of **wins equal to one less than the number of rounds** that have finished in the Cache Refresh format. For example, a player that loses the first two rounds of Top 4 or Top 8 double elimination would enter the Cache Refresh format at the start of Round 3 with a 1-1 record. (See "Using TOME" below for details on how to do this in TOME.)

### If You Are Running a Top 4 Double Elimination...

Run **5 Swiss rounds**, starting the first Cache Refresh round at the same time as your **first double elimination round**.

### If You Are Running a Top 8 Double Elimination...

Run **6 Swiss rounds**, starting the first Cache Refresh round at the same time as your **first double elimination round**.

### If You Are Running a Top 16 Double Elimination...

Run **6 Swiss rounds**, starting the first Cache Refresh round at the same time as your **third double elimination round**.

# Tournament Tier

The Cache Refresh portion of your Regional Championship must be run at the **Relaxed tier**. The environment of a Relaxed tournament should be about creating a fun and friendly environment. For more information about tournament tiers, please read the *Android: Netrunner* tournament regulations.

## Using TOME

TOME, FFG's tournament software, can be used via web browser by going to the following url:

- [www.fantasyflightgames.com/TOME](http://www.fantasyflightgames.com/TOME)

When using TOME to run your Cache Refresh rounds, award the winner of each round **6 tournament points** and the loser **0 tournament points**.

## Adding Players Mid-Event in TOME

To add a player to your event in the middle of an event using TOME, FFG's tournament software, follow these steps:

1. Click on "Edit Participants" near the bottom of the page.
2. Click on "+ Add Participant."
3. Enter the player's information and then click on "Next" near the bottom of the page. You will return to your event's dashboard.
4. When you enter the result of that player's first game, use **the score boxes next to each player's name** instead of the score entry buttons in the middle of the screen. Add the appropriate number of points to the new player's score for the record they enter with (6 points for every win). For example, if they enter with a 2-1 record and won the current round, enter 18 points for that round (12 for the 2-1 record, and 6 for winning that round).

Make sure to do this **before pairing the next round** to ensure that all players are added and will be paired in the following round.

## Prize Distribution

Prizes from Limited Kits and Limited Prize Kits are handed out **based upon a player's ranking** after all Swiss rounds of the Cache Refresh format have finished. To determine player rankings, please read the *Android: Netrunner* tournament regulations.

- **Winner's Trophy:** After all matches have concluded, present the highest ranking player with the trophy.
- **Playmats:** The top players equal to the number of playmats you received should each receive a playmat.
- **Acrylic Token Sets:** The top players equal to the number of token sets—minus two—each receive a set of acrylic tokens. The remaining two acrylic token sets are given to the final two players in the double elimination rounds.



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